<u>**AMENDMENTS TO THE CLAIMS**</u>:

This listing of claims will replace all prior versions, and listings, of claims in the application.

<u>**Listing Of Claims**</u>:

1- 4. (Canceled)

5. (Previously Presented) A method for playing a recording medium in a player, the recording medium having a run-in area and at least one address area stored in the run-in area, the at least one address area containing at least one address of a beginning of a title stored on the recording medium in the form of a combination of multiple time units, the player having a read device and a memory, the method comprising the steps of:

> when the at least one address area is read out, converting the at least one address of the beginning of the title to a start time in the form of exactly one time unit, the start time substantially corresponding to a playing time of the recording medium from a beginning of a program area to a beginning of an addressed title;

> storing the start time in the memory; and

> calculating a track jump time, for positioning the read device at the beginning of the title, directly from at least one corresponding start time stored in the memory.

6. (Previously Presented) The method according to claim 5, wherein the recording medium includes an optical storage disc.

7. (Currently Amended) [[The method according to claim 5, further comprising the steps of,]] <u>A method for playing a recording medium in a player, the recording medium having a run-in area and at least one address area stored in the run-in area, the at least one address area containing at least one address of a beginning of a title stored</u>

on the recording medium in the form of a combination of multiple time units, the player having a read device and a memory, the method comprising the steps of:

when the at least one address area is read out, converting the at least one address of the beginning of the title to a start time in the form of exactly one time unit, the start time substantially corresponding to a playing time of the recording medium from a beginning of a program area to a beginning of an addressed title;

storing the start time in the memory;

calculating a track jump time, for positioning the read device at the beginning of the title, directly from at least one corresponding start time stored in the memory; and

if a pause is detected at the beginning of the title, determining a pause duration and adding the pause duration to the start time.

8. (Previously Presented) The method according to claim 5, further comprising the step of selecting the time unit depending on an accuracy needed for calculating the track jump.

9. (Previously Presented) The method according to claim 5, wherein the time unit is one second.